

# Utilizing Sign Language 3D Animation Visual Supports for Literacy Development

*Author Once,  
Use Everywhere!*



# Learning Challenges

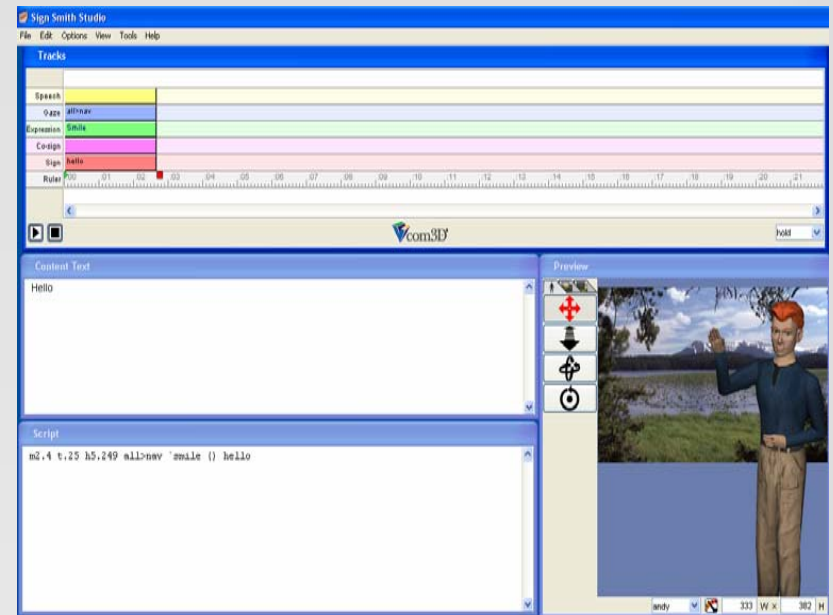
## *For Deaf and Hard-of-Hearing Students*

- **Purposeful, repeated integration of words and concepts**
- **Increased vocabulary**
- **An understanding of figurative language and multiple meaning words**







## Sign Smith Studio 3.0

**The ONLY sign language authoring tool that gives you the ability to add SigningAvatar® characters to your digital content – easily! The characters sign your content and make it accessible to your students or anyone who could benefit from sign language.**










# Sign Smith Studio 3.0

## Benefits:

-  **Save time and money**
-  **Create curriculum-specific, platform independent content**
-  **No software animation experience needed**
-  **Make changes in seconds unlike video**

## Features:

-  **Ten characters**
-  **Coordinated facial expressions, signs and mouthing**
-  **Automatic translation of over 10,000 English words**
-  **Disambiguation for multiple meaning words**
-  **5 concurrent behaviors to synchronized for natural signing**
-  **Export to Apple QuickTime® & Microsoft Windows Media™**
-  **Use the exported videos in literacy and multimedia programs that support these formats.**

# Gesture Builder 2.0



**No animation experience is required!**



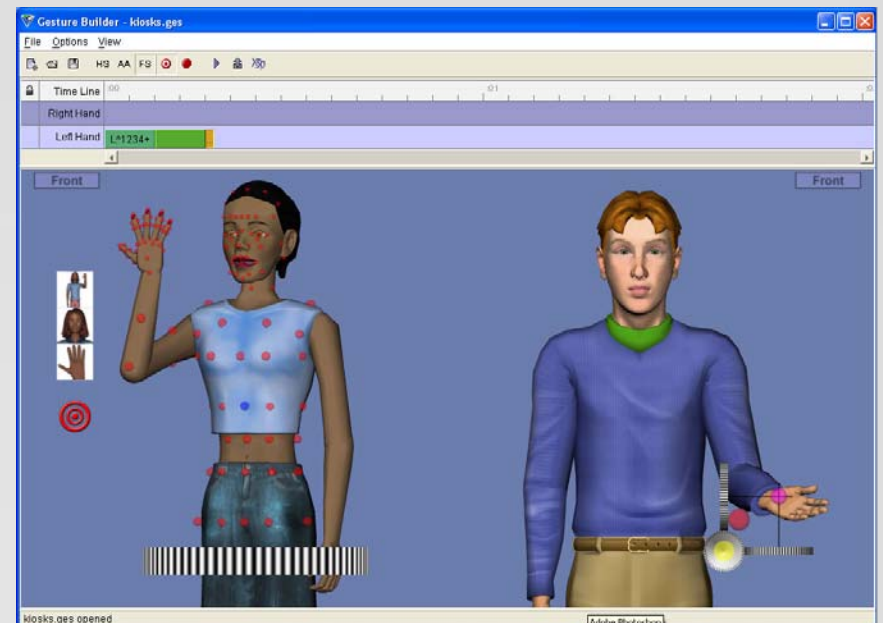
**Applicable tool for creating specialized sign language content**



**Full index of hand shapes based on the ASL manual alphabet**



**Signs created using Gesture Builder can be exported into Sign Smith Studio and reused on any of the SigningAvatar® characters.**



## ASL Animations Volumes 1-5

**The only ready-made animated sign language resource  
that you can start using right away!**

### **FEATURES:**

- **Animated GIFs and MOVs**
- **Compatible with Mac and PC**
- **Choose from single-play and multi-looped animations**
- **Use in multimedia and literacy programs (IntelliTools Classroom Suite, Clicker 5, Kurzweil 3000 for Windows, SoftTouch products, PowerPoint, and more!**





# ASL Animations PowerPoint Sample

## Science Vocabulary

ASL Animations  
Vcom3D, Inc.  
[www.vcom3d.com](http://www.vcom3d.com)

### COLD

**cold** \_ (kohld)

*adj.* cold-er, cold-est

- Having a low temperature.
- Having a temperature lower than normal body temperature.
- Feeling no warmth; uncomfortably chilled.



### HOT

**hot** \_ (h t)

*adj.* hot-ter, hot-test

- Having or giving off heat, capable of burning.
- Being at a high temperature.



### SOIL

**soil**<sup>1</sup> \_ (soil)  
*n.*

- The top layer of the earth's surface, consisting of rock and mineral particles mixed with organic matter.



### TORNADO

**tor-na-do** \_ (tôr-n d )

*n. pl.* tor-na-does or tor-na-dos

- A rotating column of air ranging in width from a few yards to more than a mile and whirling at destructively high speeds, usually accompanied by a funnel-shaped downward extension of a cumulonimbus cloud.
- A whirlwind or hurricane.



# Signing Science Dictionary & Signing Science Pictionary



**Illustrated interactive  
3D sign language  
dictionary**



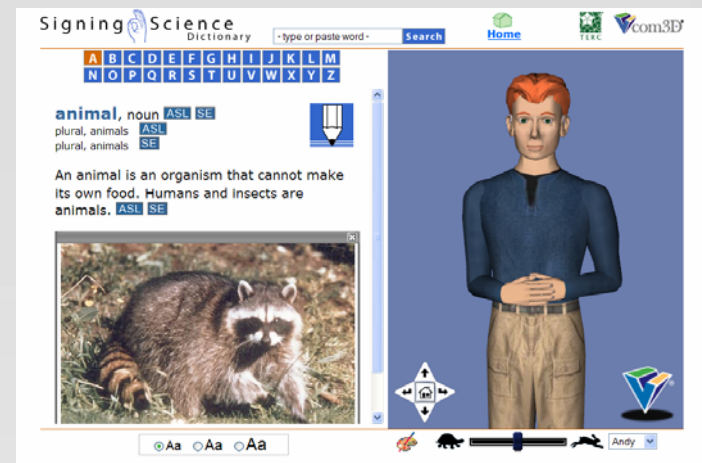
**Resource for teachers  
and parents**



**Signing Science  
Dictionary Product  
available in early 2008**



**Signing Science  
Pictionary product to be  
released in 2009**

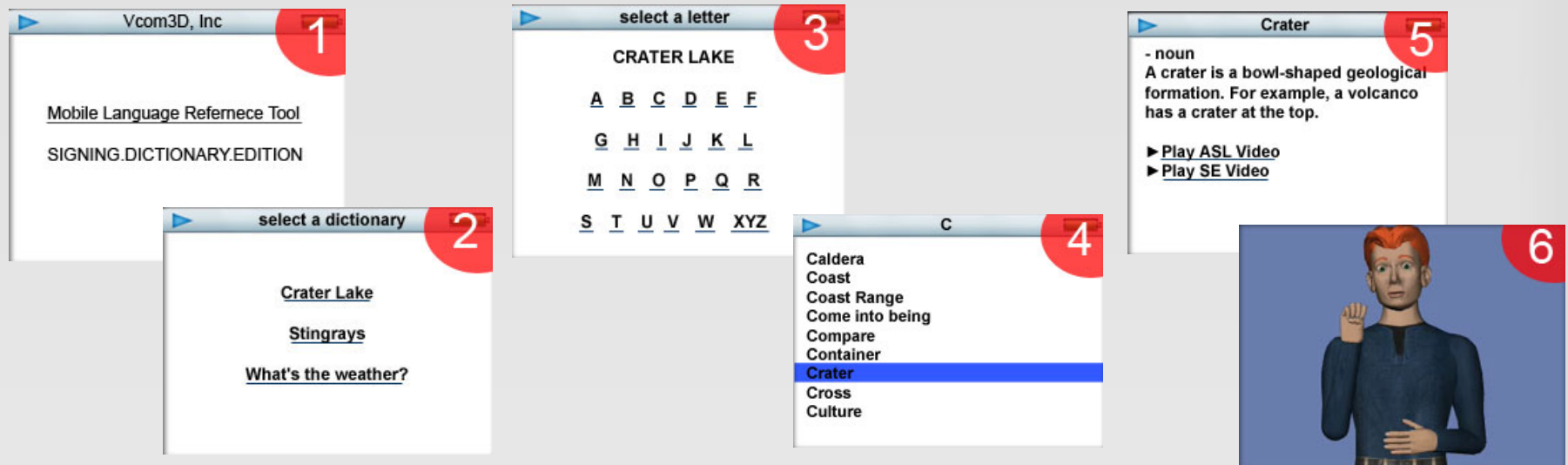




# U.S. Department of Education, Phase I SBIR

## Proof-of-Concept Mobile Sign Language Dictionary

### iPod Demo



# Marble Roll



**Online science challenge developed by TERC and Vcom3D for middle grades**



**Fun, instructive, and easy for teachers to incorporate into their teaching**



**Student data compared with other student-generated data**



# **National Science Foundation Phase I SBIR**

## **“Lifelike Expressive Avatars for Young Deaf Learners”**

The project goal is to develop a system for creating animated stories and related instructional material in American Sign Language (ASL), with the goal of significantly improving Deaf and Hard-of-Hearing K-12 student's opportunities to learn from reading – not only in the classroom, but anytime and anywhere they have access to digital communication.

We do this by:

- Improving facial expressions
- Providing variations of signing style
- Creating realistic body movements

During the session, see animated video samples that include an explosion simulation with live action and character animation; and, new character body movement



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